EDUNOTE : Empowering Students through Knowledge Sharing

PROJECT SYNOPSIS

FOR THE FULLFILLMENT OF

BACHELOR'S OF COMPUTER APPLICATIONS

SUBMITTED BY

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13-JUNE-2023

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Batch :2021-2024

Project Topic : EduNote: Empowering Students through Knowledge Sharing

Project By : Anchal Gupta

Project Introduction :

The rapid advancement of technology has transformed the way we access and exchange knowledge. In this digital age, where information is abundant and diverse, traditional methods of learning and collaboration are being reimagined. EduNote is an innovative online platform that seeks to revolutionize the educational landscape by providing a seamless system for sharing, accessing, and monetizing educational notes. By leveraging the power of technology, EduNote aims to empower students, foster collaboration, and create a vibrant community of knowledge exchange.

EduNote offers students a user-friendly interface that serves as a hub for sharing well-crafted and comprehensive study notes across various subjects and academic levels. By contributing their notes to the platform, students play a crucial role in building a vast repository of educational resources, benefiting not only themselves but also their peers. To maintain the highest standards of content relevance and accuracy, each uploaded note goes through a rigorous quality assessment process.

One of the key features of EduNote is its unique credit system, designed to incentivize students for their valuable contributions. When students upload their notes, they earn platform credits based on factors such as the quality, popularity, and demand for their content. These credits can be accumulated and utilized within the EduNote ecosystem in two distinct ways, enhancing the overall learning experience.

Firstly, students can use their earned credits to access premium notes contributed by other studentsSecondly, EduNote offers a groundbreaking opportunity for students to convert their accumulated platform credits into actual money. With a secure and seamless payment system, students can withdraw their credits as monetary value.

Requirement Analysis / Feasibility Study:

The requirement analysis and feasibility study for EduNote aims to assess the practicality, viability, and alignment with user needs of the proposed online platform. The analysis considers various factors, including market research, user expectations, functional requirements, technical feasibility, financial feasibility, legal and ethical considerations, resource allocation, and project timeline.

Market Research:

Extensive market research is conducted to gain insights into the current landscape of online learning platforms, note-sharing platforms, and collaborative educational tools. This research helps identify existing gaps, potential competitors, and emerging trends in the market. Understanding the market dynamics and user preferences is crucial for positioning EduNote effectively and ensuring its competitiveness.

User Needs and Expectations:

Through surveys, interviews, and focus groups, the needs, expectations, and pain points of students, educators, and other stakeholders are identified. Understanding user requirements is vital to developing a platform that caters to their specific needs and preferences. User input guides the design and functionality of EduNote, ensuring it provides a seamless and user-friendly experience.

Functional Requirements:

The functional requirements of EduNote are determined based on the identified user needs. Core functionalities include note uploading and sharing capabilities, quality assessment mechanisms, a credit system for earning and utilizing platform credits, access to premium content, engagement tools like discussions and study groups, personalized recommendations, and a secure payment system.

Methodology/Planning of Work:

1. Project Initiation

- Define the project objectives, scope, and deliverables.
- Identify key stakeholders and establish communication channels.
- Set project milestones and timeline.
- Allocate necessary resources and define roles and responsibilities.

2. Requirement Gathering and Analysis

- Conduct user surveys, interviews, and focus groups to understand user needs.
- Analyze market research data to identify key features and functionalities.
- Document functional and non-functional requirements.
- Prioritize requirements based on user feedback and project goals.

3. Development and Testing

- Implement the system design using appropriate technologies and frameworks like HTML , CSS and JavaScript.
- Follow an iterative development approach, regularly reviewing progress.
- Identify and fix any bugs or issues encountered during testing.

Technology/Tools/Language/Facilities Required:

1. Programming Languages:

- Frontend Development: HTML, CSS, JavaScript

2. Version Control and Collaboration:

- Version Control: Git, GitHub

- Communication: Slack, Microsoft Teams, or Discord

3.Development Tools and IDEs:

- Code Editor: Visual Studio Code

4. Documentation and Collaboration:

- Documentation:Microsoft Word

5. Hardware and Infrastructure:

- Development Machines: High-performance computers with sufficient RAM and processing power

- Storage: Sufficient storage capacity for user-uploaded notes and media files

6. Internet Connectivity:

- High-speed and reliable internet connectivity to ensure smooth operation of the platform.

Bibliography :

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- "PHP and MySQL Web Development" by Luke Welling and Laura Thomson
- "Agile Project Management with Scrum" by Ken Schwaber